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ON ONTOLOGY MATCHING PROBLEMS

for building a corporate Semantic Web in a multi-communities organization

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Abstract: Ontologies are nowadays used in many domains such as Semantic Web, information systems... to represent meaning of data and data sources. In the framework of knowledge management in an heterogeneous organization, the materialization of the organizational memory in a “corporate semantic web” may require to integrate the various ontologies of the different groups of this organization. To be able to build a corporate semantic web in an heterogeneous, multi-communities organization, it is essential to have methods for comparing, aligning, integrating or mapping different ontologies. This paper proposes a new algorithm for matching two ontologies based on all the information available about the given ontologies (e.g. their concepts, relations, information about the structure of each hierarchy of concepts, or of relations), applying TF/IDF scheme (a method widely used in the information retrieval community) and integrating WordNet (an electronic lexical database) in the process of ontology matching.

1 INTRODUCTION

“The Semantic Web is an extension of the current web in which information is given well-defined meaning, better enabling computers and people to work in cooperation” (Berners-Lee *et al.* 2001).

An organization can be an actual enterprise, a community, a virtual enterprise consisting of several organizations in collaboration. An heterogeneous organization can comprise various sources of knowledge, various categories of users and various communities.

A corporate memory (or organizational memory) can be defined as an explicit and persistent materialization of crucial knowledge and information of an organization in order to ease their access, sharing and reuse by the members of the organization in their individual and collective tasks.

By taking into account the analogy between the resources of a corporate memory and the resources of the Web, a corporate memory can be materialized in a corporate semantic web, constituted of:

- resources (persons, documents (XML, HTML), or services, software, materials),
- ontologies (describing the conceptual vocabulary shared by the different communities of the organization),

- semantic annotations on these resources (i.e. on persons’ skills, document contents, characteristics of services/software/material), relying on these ontologies.

In the framework of knowledge management in an heterogeneous organization, the materialization of the organizational memory in a “corporate semantic web” may require to integrate the various ontologies of the different groups (or communities) of this organization (the various communities generally prefer to use their own ontologies instead of a common general one).

To be able to build a corporate semantic web in an heterogeneous, multi-communities organization, it is essential to have methods for manipulating the different ontologies of the various groups of the organization, for comparing, aligning, integrating or mapping these different ontologies.

In this paper, we present our preliminary work on this difficult problem. The results presented here are a new algorithm for matching ontologies, named ASCO. A successful ontology matching is the basis for ontology integration, ontology comparison.

Our other contributions are the application of TF/IDF scheme, a widely used method in the information retrieval community, and the integration of a lexical thesaurus (such as WordNet, EuroWordNet) in the process of matching the ontologies.

The rest of this paper is organized as follows: some related work is presented in section 2. Section 3 pre-

sents our ontology representation. Our ASCO algorithm is described in section 4. The experimental results follow in section 5. And finally, section 6 summarizes our conclusions.

2 RELATED WORK

The ontology matching problem is the problem of finding the semantic mappings between elements of two given ontologies. As we will discuss later, we define an ontology as a conceptual vocabulary shared by a community, it comprises a hierarchy of concepts and a hierarchy of relations, enabling to describe relationships between the concepts (see section 3).

The ontology matching problem may hence be considered as problem of matching the hierarchies of concepts and the hierarchies of relations of two ontologies.

Without the hierarchy of relations, an ontology can be regarded as a schema. In the schema matching domain, there was a lot of researches in the context of data integration and data translation. A good survey of approaches to automatic schema matching is presented in (Rahm & Bernstein 2001).

Similarity Flooding (SF) is a generic graph matching algorithm (Melnik *et al.* 2001). Its application to schema matching is presented in (Melnik *et al.* 2002). SF converts schemas (SQL DDL, XML) into directed labeled graphs and then uses fix-point computation to determine correspondent nodes in the graphs. This approach is based on a very simple string comparison of node's names to calculate initial element-level mappings, then the last is fed to the structural SF matcher. Although SF applied a new oriented-structural approach based on the intuition that elements of two distinct schemas are similar when their adjacent elements are similar to propagate the similarity of two elements to their respective neighbors, it relies mainly on labels of arcs. If there is no label for arcs in the graph or if these labels are almost the same, the algorithm does not work well. Without use of an external terminological dictionary (such as WordNet), the algorithm will not give good linguistic-level matching results in the first phase, which will be fed to the second phase, so the final results will be influenced. Consequently, the application of SF in the ontology matching domain (where it is difficult to build labeled graphs) will encounter many hard problems and requires a lot of work.

Contrarily to SF, Cupid (Madhavan *et al.* 2001) proposes a match approach combining a sophisticated name matcher and a structural match algorithm. Cupid is also a generic schema matching but its structural matching phase is mainly based on the similarity of atomic elements in the graphs (i.e. leaves). So if there are significant differences in structure of the given graphs, Cupid cannot find correct mappings. For

example, if a concept is situated in a leaf in the first graph (schema), but in the second, is non-leaf element which is the root of a sub-graph, Cupid will not detect that they are the same concept.

There is not very much work in the ontology matching domain. Some of recent researches are GLUE (Doan *et al.* 2002), Anchor-PROMPT (Noy & Musen 2001) and SAT (Giunchiglia & Shvaiko 2003).

GLUE (Doan *et al.* 2002) is the evolved version of LSD (Doan *et al.* 2001) whose goal is to semi-automatically find schema mappings for data integration. Like LSD, GLUE use machine learning techniques to find mappings. In GLUE, there are several learners, which are trained by data instances of ontologies. After learning phase, different characteristic instance patterns and matching rules for single elements of the target schema are discovered. The predictions of individual matchers are combined by a meta-learner, and from that, final mappings result will be deduced. One disadvantage of this approach is that it mainly rely on the data instances of the ontologies, which are not always abundantly available for numerous ontologies. Another disadvantage is that the ontology is modeled as a taxonomy of concepts and each concept has some attributes. With this organization, GLUE does not use information contained in the taxonomy (hierarchy) of relations. GLUE also makes modest use of the information about the taxonomy of concepts.

Anchor-PROMPT (Noy & Musen 2001) constructs a directed labeled graph representing the ontology from the hierarchy of concepts (called classes in the algorithm) and the hierarchy of relations (called slots in the algorithm), where nodes in the graph are concepts and arcs are relations denoting relationships between concepts (the labels are the names of the relations). An initial list of anchors-pairs of related concepts defined by the users or automatically identified by lexical matching is the input for the algorithm. Anchor-PROMPT analyzes then the paths in the sub-graph limited by the anchors and it determines which concepts frequently appear in similar positions on similar paths. Basing on these frequencies, the algorithm decides if these concepts are semantically similar concepts. However, Anchor-PROMPT finds only concept mappings, not relation mappings and it uses relation names for labels on the arcs and simple string comparison of these labels. So if the relation names are differently defined, the algorithm will not work well. The returned results of the algorithm will also be limited if the structures of the ontologies are different (e.g. one is deep with many inter-linked concepts, and the other is shallow). For example, the algorithm will get problems if a hierarchy has only a few levels and most of the relations are associated with the concepts at the top of the hierarchy.

SAT (Giunchiglia & Shvaiko 2003) takes as input two graphs of concepts, and produces as output relationships such as equivalence, overlapping, mismatch,

more general and more specific between two concepts. The main idea of this approach is to use logic to encode the concept of a node in the graph and to use SAT to find relationships. The concept *at* a node, which is then transformed into a propositional formula, is the conjunction of all the concepts of the nodes on the path from the root of the graph to that node. The concept of a node, in turn, is extracted from WordNet. The relationship which needs to be proved between two concepts is also converted to a propositional formula. SAT solver will run on the set of calculated propositional formulas to verify if the assumed relationship is true or not. One of the main difficulties of this approach is the choice of the best meaning of a term (a node) in the graph from the lexical directory WordNet. By consulting WordNet, a list of various meanings with their set of synonyms is returned for a given term. The question is that which meaning is the most adequate for a term (a node) in the context where the node is placed in the graph. SAT has not yet met this satisfactorily.

Our approach was motivated by some ideas of the above approaches, and we study specially problems of ontology matching. Unlike other approaches which use only a part of available information, we try to use as much as possible all of the information we have such as ontology's data instances, information about concepts, relations, about structures of hierarchy of concepts /relations... in the process of finding mappings. We apply techniques for string comparison (e.g. Jaro-Winkler metric), for calculating the similarity value between descriptions of the concepts or of the relations (TF/IDF scheme)... and we also integrate the WordNet lexical database.

3 ONTOLOGY REPRESENTATION

There are many different definitions of ontology across research fields. However, in the semantic web domain, most approaches share the basic elements of ontology.

We adopt here the following definition of an ontology and the meanings of its elements:

Ontology: an ontology is a conceptual vocabulary shared by a community. It can be represented by a hierarchy of concepts and a hierarchy of relations.

Class (also known as a concept): A class is a representation for a conceptual grouping of similar terms. For example, a *Vehicle* could be represented as a class which would have many subclasses such as *Car*, *Motorbike*, etc.

Relation: A relation is used to describe a relationship between two terms. The first term must be a class that is the *Domain* of the relation and the second must be a class that is the *Range* of the relation. For example, *drive* could be represented as a relation

such that its *Domain* is *Person* and its *Range* is *Vehicle*. A relation may have sub-relations. For example, *firstName*, *lastName*, *title* could be sub-relations of the relation designation.

Instance: An object is an instance of a class if it is a member of the set denoted by that class. For example, *Mark* could be an instance of class *Person*.

The relationship between a class and its subclasses, or between a relation and its sub-relations is also called an "is_a" relationship or a specialization relation. That structures the set of classes as a hierarchy of classes and the set of relations as a hierarchy of relations.

We formalize an ontology O as a tuple $(Hc, Hr, Domain, Range)$, where Hc is a set of classes, Hr is a set of relations, $Domain: Hr \rightarrow Hc$ is a function which returns the class that is the Domain of a relation, and $Range: Hr \rightarrow Hc$ is a function which returns the class that is the Range of a relation. Each class c is a tuple $(N, \mathcal{L}, \mathcal{D})$, where N is its name (for identifying and distinguishing a class from another), \mathcal{L} is its set of labels (a label provides a human-readable version of the class name), and \mathcal{D} is its set of descriptions (which is used to provide a human-readable description of the class). Similarly, a relation is defined as a tuple $(N, \mathcal{L}, \mathcal{D})$.

Our formalization of ontology is very general, so our proposed algorithm which uses that formalization will work with most ontology representation languages. In our experimentation, we evaluated our algorithm on the RDF(S) formalism (Lassila and Swick 1999, Brickley and Guha 2000). Our algorithm can be applied on ontologies which are represented by the other formalisms such as Description Logic, DAML+OIL...

The internal representation of an ontology in our approach is a rooted directed acyclic graph (figure 1), where classes and relations are nodes in the graph, edges in the graph represent either the *is_a* relations (i.e. a class or a relation is a specialization of its parent), or domain or range relationship.

There will be a directed edge which connects from a node A to a node B in the graph if one of the following conditions are true: (i) node A represents a class or a relation and node B represents its specialization, (ii) node A represents the domain class of the relation which is represented by node B , or (iii) node A represents a relation and node B represents a class in the range values of that relation.

4 ASCO ALGORITHM

The main idea behind our approach is to use maximally the available information which is contained in the ontology in the progress of discovering the mappings between classes in the ontologies.

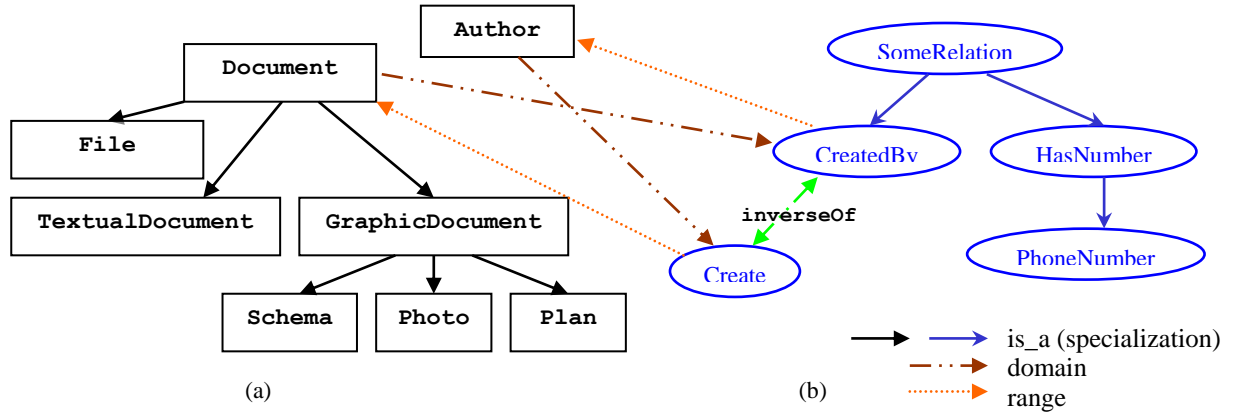


Figure 1: An example of an ontology represented as a hierarchy of classes (a) and a hierarchy of relations (b)

All of the exploitable information in an ontology is the information about the classes, the relations: their names, their labels, their descriptions; the instances of the classes or of the relations, the information about the structure of the hierarchy of classes and of the hierarchy of relations. By exploiting all of the available information which we have, the calculation of the similarity of classes (or relations) in the ontologies will gain a better value. In our current work, we calculate the similarity of two classes (or two relations) in two ontologies by using the information about the names, the labels, the descriptions of the classes (or the relations). We plan to exploit the instances of classes and relations, the facets, the structures of the ontologies for calculating the similarity in our ongoing research.

The similarity of classes (or relations) will be calculated by basing on the different information (e.g. names, labels...), the obtained similarity results will be combined to have the final similarity value. In our current work, the information used for calculating the similarity of two classes in two ontologies is similar to information used for calculating the similarity of two relations. So, from here, we will present the algorithm that work on classes and find mappings of classes, the algorithm for finding mappings of relations are constructed similarly.

Our ASCO algorithm has two phases: a linguistic phase and a structural phase.

4.1 Linguistic Matching

In this phase, the similarity of two classes in two ontologies is calculated by relying on linguistic components of their names, their labels and their descriptions. For each of these three elements, a similarity value is produced. A combination of these values is a linguistic similarity value of the two classes.

4.1.1 Name similarity calculation

Normally, the name of a class is a chain of characters, a string, without blank characters (space). A name of class may be a word, a term, or an expression (a combination of words). This name is unique in the ontology for identifying the class.

The similarity calculation of two names is carried out in two steps: normalization and comparison.

The normalization step will normalize the name of class to a set of tokens. A name will be tokenized thanks to punctuation, upper case, special symbols, digits... (e.g. *SpatialEntity* → {*Spatial*, *Entity*}). Then, an expansion could be applied to the tokens: abbreviations, acronyms are expanded (e.g. {*SW*} → {*Semantic*, *Web*}).

Token similarity is calculated by using Jaro-Winkler metric (JW), which is based on the number and order of the common characters between two strings.

Name similarity (NS) of two names N_1 and N_2 of two classes A and B (each name is a set of tokens, $N = \{n_i\}$) is then the average of the best similarity of each token with a token in the other set:

$$NS(N_1, N_2) = \frac{\sum_{n_1 \in N_1} MJW(n_1, N_2) + \sum_{n_2 \in N_2} MJW(n_2, N_1)}{|N_1| + |N_2|}$$

$$\text{where } MJW(n_i, N) = \max_{n_j \in N} JW(n_i, n_j)$$

$$NS(A, B) = NS(N_1, N_2)$$

Instead of using Jaro-Winkler metric for calculating string similarity between two tokens, we can apply the other well-known metrics such as Levenstein, Monger-Elkan (Cohen *et al.* 2003).

4.1.2 Label similarity calculation

Labels are also chains of characters. A label is used to provide a human-readable version of the name of class. So, the calculation of label similarity (LS) is somewhat similar with the name similarity calculation. However, there may be several labels L_i for a name of class $\mathcal{L} = \{L_i\}$. The label similarity calculation between two classes of two ontologies is then extended to:

$$LS(\underline{L}_1, \underline{L}_2) = \frac{\sum_{L_1 \in \underline{L}_1} MNS(L_1, \underline{L}_2) + \sum_{L_2 \in \underline{L}_2} MNS(L_2, \underline{L}_1)}{|\underline{L}_1| + |\underline{L}_2|}$$

where $MNS(L_i, \underline{L}) = \max_{L_j \in \underline{L}} NS(L_i, L_j)$

$$LS(A, B) = LS(\underline{L}_1, \underline{L}_2)$$

4.1.3 Description similarity calculation

A class may also have several comments (or descriptions). These are descriptions for someone to know about what that class is. They usually consist of a long descriptive text. For that reason, using similarity metrics such as Jaro, Smith-Waterman is not a good choice. Instead, we applied the TF/IDF weighting scheme, a well-known good method used in information retrieval and classification domain, for calculating the similarity between these descriptions.

In the original use of the TF/IDF weighting scheme in information retrieval domain, TF/IDF ranking is used for searches. It is a way of weighting the relevance of a term to a document. For a vector search in a set of documents for example, a document-vector over all known terms is calculated for each document with TF/IDF ranking. The correlations between these vectors and a query-vector are then used to weight the documents according to a query.

In our domain, we transformed and expressed this problem as follows: we consider classes as documents. The universe is the set of documents (set of classes) which is built from all of classes in both of ontologies. Words in the descriptions of a class are words in the document representing that class. Each class will be associated with a vector. The elements of these vectors are calculated by basing on the contents of descriptions in all of the classes (in both of two ontologies). Hence, the similarity of two descriptions (one in the class A in ontology O_1 and the other in the class B in ontology O_2) is the “distance” between two vectors which represent class A and class B.

We will illustrate how we calculate these vectors and the description similarity value.

Let $v = (w_1, w_2, \dots, w_S)$ be a vector representing a certain class c . $S = |U|$ is number of distinct words in the universe U of documents from two ontologies (a document is built from all of the words in the descriptions of a class). The i^{th} element w_i in the vector v ,

which represents the class c in an ontology, is calculated as follow:

$$w_i = tf_i * idf_i$$

$$idf_i = \log_2 \frac{N}{n_i}$$

where tf_i (term frequency) is the number of times that the i^{th} word in the universe U appears in the class (document) c , idf_i (inverse document frequency) is the inverse of the percentage of the classes which contain the word w_i , N is the number of classes (documents) in the universe U (which contains all of the classes in both of two ontologies), n_i is the number of classes which contain the word w_i at least one time.

The similarity between two classes is therefore the “distance” between two vectors that represent them. Let $v_i = (w_{i1}, w_{i2}, \dots, w_{iS})$ and $v_j = (w_{j1}, w_{j2}, \dots, w_{jS})$ be two vectors representing the class A of the first ontology O_1 and the class B of the second ontology O_2 , respectively. The similarity between A, B, named $DS(A, B)$ is defined as follows (cosine coefficient):

$$DS(v_i, v_j) = \frac{\sum_{k=1}^S w_{ik} w_{jk}}{\sqrt{\sum_{k=1}^S (w_{ik})^2 * \sum_{k=1}^S (w_{jk})^2}}$$

$$DS(A, B) = DS(v_i, v_j)$$

As we have noticed, the descriptions usually consist of a descriptive text. So, a pre-processing step is necessary. This step will eliminate all of the stopwords from the descriptions. Stopwords are words that carry little useful information, such as the articles (the, a, an...), the prepositions (to, of, in...), the conjunctions (and, or...), pronouns (you, I...), modal verbs (are, is, was...), ... We can use a library of stopwords for this step.

4.1.4 Combination of similarity values

Linguistic similarity (LingSim) is finally calculated from above similarity values.

$$LingSim(A, B) = NS(A, B) * w_1 +$$

$$LS(A, B) * w_2 + DS(A, B) * w_3$$

$$\sum_i w_i = 1$$

If this similarity value $LingSim(A, B)$ exceeds a threshold $T_{LingSim} > 0$, we say that the class A of the ontology O_1 is similar with the class B of the ontology O_2 , or there is a mapping between class A and class B.

The best matching of class c_{1i} in the ontology O_1 , which is represented by the vector v_{1i} , may be then deduced:

$$\begin{cases} LingSim(v_{1i}, v_{2j_{\max}}) = \max_{j=1..m} LingSim(v_{1i}, v_{2j}) \\ LingSim(v_{1i}, v_{2j_{\max}}) > T_{LingSim} \end{cases}$$

$$LingSim(c_{1i}, c_{2j_{\max}}) = LingSim(v_{1i}, v_{2j_{\max}})$$

where $i=1..n, j=1..m$, n, m are the number of classes in the ontology O_1 and the ontology O_2 , respectively, c_{2j}

is a class in the ontology O_2 which is represented by the vector v_{2j} .

If $\text{LingSim}(c_1, c_2) \leq T_{\text{LingSim}}$, it means that there is no similar class in the ontology O_2 with the class c_1 in the ontology O_1 , otherwise there is a mapping between c_1 and c_2 , called $l\text{-similar}(c_1, c_2)$.

4.1.5 WordNet integration

WordNet (Miller 1995) is a lexical reference system whose design is inspired by current psycholinguistic theories of human lexical memory. English nouns, verbs, adjectives and adverbs are organized into synonym sets, each representing one underlying concept. Different relations link the synonym sets.

There is also another system, named EuroWordNet (EuroWordNet 1999), which is also a multilingual database with wordnets for several European languages (Dutch, Italian, Spanish, German, French, Czech and Estonian). The wordnets are structured in the same way as the WordNet for English.

Using these wordnets, we can find the synonyms of a term. This helps to resolve the problems of term conflicts, which are produced when the ontological engineers design ontologies using terms differently. For example, one can choose the term “person” for the name of the class denoting an individual, another one may decide to use the term “human” instead.

The synonyms are therefore helpful for comparing and calculating the similarity value between names and labels of classes.

Let $\text{synset}(t)$ be the set of synonyms of the term t . This set is obtained from consulting a wordnet library such as WordNet or EuroWordNet. The formulas calculating the similarity value NS, LS can then be modified to newer versions:

$$NS'(N_1, N_2) = \frac{\sum_{n_i \in N_1} MJW(n_i, N'_2) + \sum_{n_j \in N_2} MJW(n_j, N'_1)}{|N_1| + |N_2|}$$

$$\text{where } MJW(n_i, N) = \max_{n_j \in N} JW(n_i, n_j)$$

$$N'_i = N_i \cup \{n_k \mid \exists n_j \in N_i \cap n_k \in \text{synset}(n_j)\}$$

$$NS'(A, B) = NS'(N_1, N_2)$$

and LS' is calculated from NS' instead of from NS :

$$LS'(\underline{L}_1, \underline{L}_2) = \frac{\sum_{L_1 \in \underline{L}_1} MNS'(L_1, \underline{L}_2) + \sum_{L_2 \in \underline{L}_2} MNS'(L_2, \underline{L}_1)}{|\underline{L}_1| + |\underline{L}_2|}$$

$$\text{where } MNS'(L_i, \underline{L}) = \max_{L_j \in \underline{L}} NS'(L_i, L_j)$$

$$LS'(A, B) = LS'(\underline{L}_1, \underline{L}_2)$$

The integration of WordNet in the calculation of description similarity value may not be valuable and cost the calculating time because the description is not

usually a term or a short expression. It contains itself relatively enough information for being able to compare to the others using the TF/IDF scheme.

4.2 Structural matching

In our current work, we extend the results of the work of Dieng (Dieng & Hug 1998a, 1998b), that studied the matching problems of two ontologies representing through conceptual graph formalism, for structural matching of ontologies.

4.2.1 Adjacency

We rely on the hypothesis that if the direct super-concepts and/or the direct sub-concepts and/or the sibling concepts of two concepts are already similar, the two concepts in question may be also similar.

For $i \in \{1, 2\}$, let c_i be a concept in the hierarchy of concepts Hc_i . Let $\text{Pred}(c_i)$, $\text{Succ}(c_i)$, $\text{Sibl}(c_i)$ be respectively the set of direct super-concepts of c_i in Hc_i , the set of direct sub-concepts of c_i in Hc_i , and the set of sibling concepts of c_i in Hc_i .

We define $\text{SameSet}(S_1, S_2)$ is the set of elements in S_1 which are similar with any element in S_2 . And $\text{UnionSet}(S_1, S_2)$, which is the set of all of elements in S_1 combining with elements of S_2 that are not similar with any element in S_1 .

$$\text{SameSet}(S_1, S_2) = \{s_i \in S_1 \mid \exists s_j \in S_2: l\text{-similar}(s_i, s_j)\}$$

$$\text{UnionSet}(S_1, S_2) = S_1 \cup \{s_i \in S_2 \mid \forall s_j \in S_1: \neg l\text{-similar}(s_i, s_j)\}$$

So, $\text{SamePred}(c_i, c_j) = \text{SameSet}(\text{Pred}(c_i), \text{Pred}(c_j))$
 $\text{UnionPred}(c_i, c_j) = \text{UnionSet}(\text{Pred}(c_i), \text{Pred}(c_j))$.

We define P_{Pred} , P_{Succ} , P_{Sibl} as the similar proportions of the concepts in the sets Pred , Succ , Sibl , respectively.

$$P_{\text{Pred}}(c_i, c_j) = \frac{|\text{SamePred}(c_i, c_j)|}{|\text{UnionPred}(c_i, c_j)|}$$

and the total similar proportion P

$$P(c_i, c_j) = \frac{1}{3} \sum_{k=1,2,3} P_k(c_i, c_j) * w_k$$

$$P_1 = P_{\text{Pred}}, P_2 = P_{\text{Succ}}, P_3 = P_{\text{Sibl}}$$

$$\sum_k w_k = 1$$

If the proportion $P(c_i, c_j)$ exceeds the threshold T_p , two classes c_i and c_j are adjacent-structural similar.

4.2.2 Path of concepts

Our intuition is that if the path from the root of the first hierarchy of concepts to the concept A contains similar concepts with the path from the root to the concept B in the second hierarchy of concepts, the two concepts A and B may be similar too.

Threshold	P	R	I	F=P/I	M=R/I	Precision	Recall	Overall
0.85	132	77	77	55	0	0.583	1.000	0.286
0.87	102	77	77	25	0	0.755	1.000	0.675
0.90	87	77	76	11	1	0.874	0.987	0.844
0.95	82	77	76	6	1	0.927	0.987	0.909
0.98	79	77	76	3	1	0.962	0.987	0.948
1.00	78	77	73	5	4	0.936	0.948	0.883

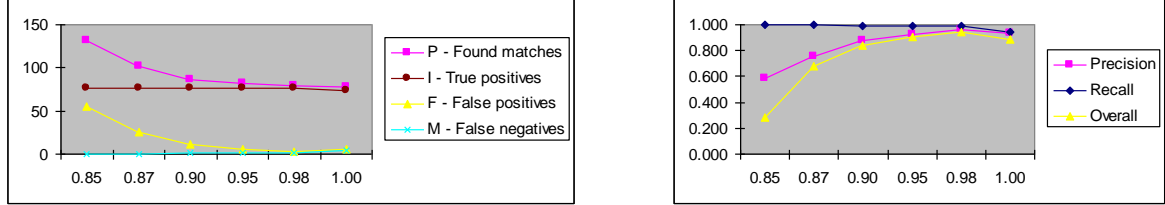


Figure 2. ASCO results on two ontologies O'COMMA and O'Aprobation

Let $Path(c_i)$ be the path from the root to the class c_i in the hierarchy H_{c_i} . $Path(c_i)$ is a set of classes along the path.

The similar proportion between two paths of two classes c_i and c_j is

$$P_{Path}(c_i, c_j) = \frac{|SamePath(c_i, c_j)|}{|UnionPath(c_i, c_j)|}$$

$$SamePath(c_i, c_j) = SameSet(Path(c_i), Path(c_j))$$

$$UnionPath(c_i, c_j) = UnionSet(Path(c_i), Path(c_j))$$

4.2.3 Combination of similarity values

Similarly with linguistic matching, structural matching results are combined to obtain the final structural similarity value $StrucSim$.

$$StrucSim(A, B) = P(A, B) * w_1 + P_{Path}(A, B) * w_2$$

$$\sum_i w_i = 1$$

4.3 Mapping generation

The output of ontology matching is a list of mappings between the elements of the ontologies such as concepts, relations. These mappings are generated by relying on the final similarity value $TotSim$ between two elements, which is computed from linguistic and structural similarity values $LingSim$ and $StrucSim$. The calculation of relation mappings is realized similarly.

If the $TotSim$ of two elements A and B is higher than a threshold T_{accept} , we say that A is similar with B . There may be several elements B_i that are similar with A . So, the algorithm ASCO can return correspondences of 1:1 or 1:n cardinality.

5 EXPERIMENTAL RESULTS

The ASCO algorithm (figure 3) was implemented and experimented with two real-world ontologies:

O'COMMA, which has 472 concepts and 77 relations; and O'Aprobation, which has 460 concepts and 92 relations. O'COMMA is a corporate memory-dedicated ontology, which was developed for the Comma European IST project (2000-2001) (Gandon *et al.* 2002). O'Aprobation is an ontology for project in building domain, developed through a cooperation between our team and CSTB organization (CSTB). The two ontologies were developed in two separate projects by different persons, but they have some common parts, therefore the obtained results (figure 2) are good. We plan to experiment the ASCO algorithm on other real-world ontologies, developed independently by different teams in order to analyze the advantages and the drawbacks of the algorithm.

In figure 2, P is the number of matches returned by the algorithm, R is the number of manually determined real matches, I is the number of true positives (i.e. correctly identified matches), $F = P/I$ is the number of false positives (i.e. false matches), M is the number of false negatives (i.e. missing matches), $Precision = |I|/|P|$ estimates the reliability of the match predictions, $Recall = |I|/|R|$ specifies the share of real matches found, and $Overall = Recall * (2 - 1/Precision)$ represents a combined measure for match quality (Melnik *et al.* 2002).

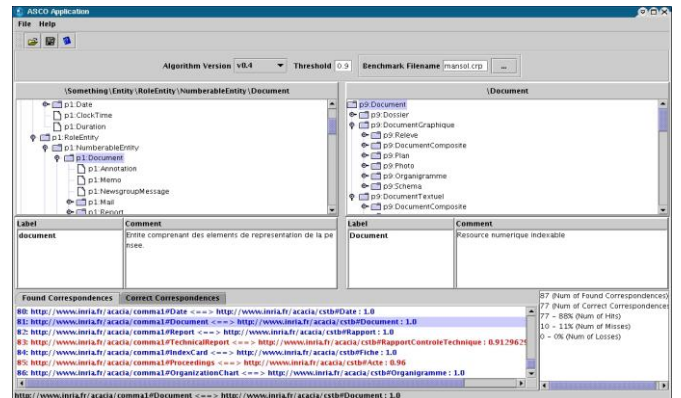


Figure 3. Interface of ASCO Application

6 SUMMARY AND FUTURE WORK

In this paper, we studied one of difficult problems in the framework of knowledge management in an heterogeneous organization. We argued that the materialization of the organizational memory in a “corporate semantic web” requires to integrate the various ontologies of the different groups of the organization. Therefore, the task of matching ontologies for supporting the integration, the exchange, the processing of these heterogeneous data sources is crucial.

We presented our new algorithm, named ASCO, for ontology matching. Our approach tries to use all available information that we have about ontologies such as data instances, concepts, relations, structures of hierarchy of concepts/reasons in the process of finding mappings and we applied techniques such as Jaro-Winkler metric, Monger-Elkan metric for string comparison, TF/IDF scheme, a well-known widely used method used in the information retrieval and classification fields, for calculating the similarity value between descriptions of the concepts/reasons, and we also integrated WordNet, a lexical thesaurus system. We believe that with our method, the obtained ontology matching results will be more accurate and more complete.

For further work, we plan to test widely the algorithm ASCO on other real-world domains, especially in medical domain, where there exists several ontologies developed independently. Some improvements in the structural phase of the algorithm will also be studied (e.g. the application of the information about the influence between the hierarchy of concepts and the one of relations).

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